

FIGURE 1
PRIOR ART

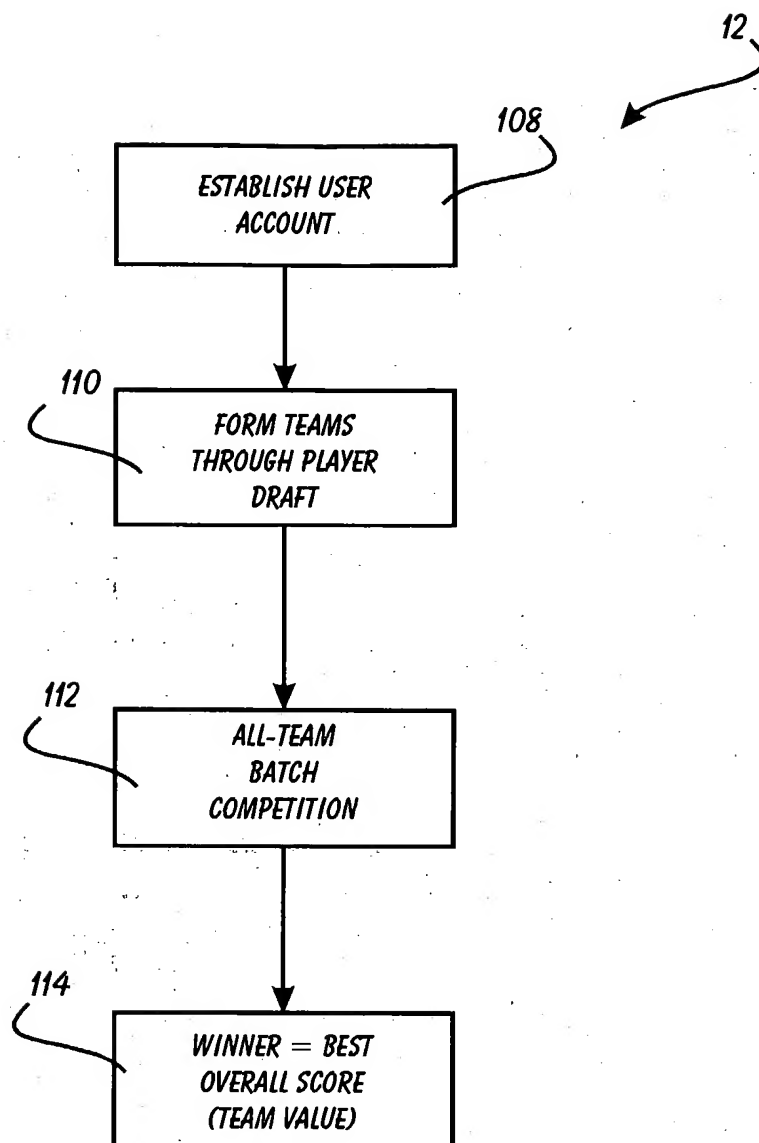


FIGURE 2
PRIOR ART

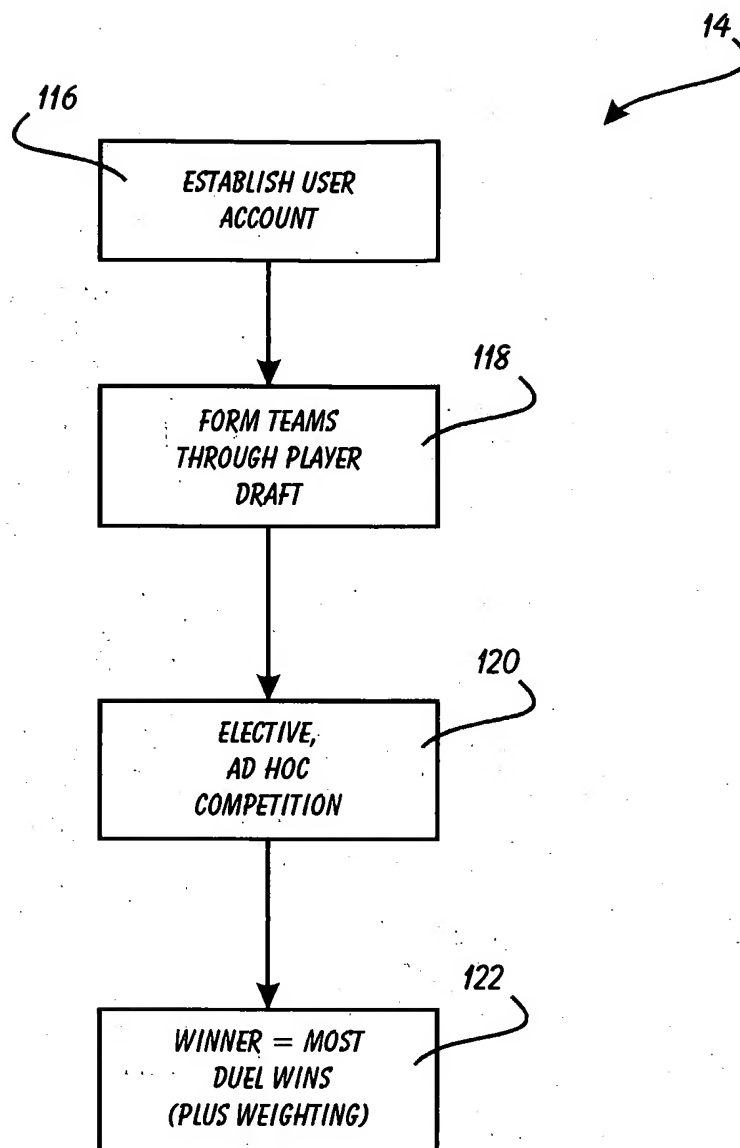


FIGURE 3

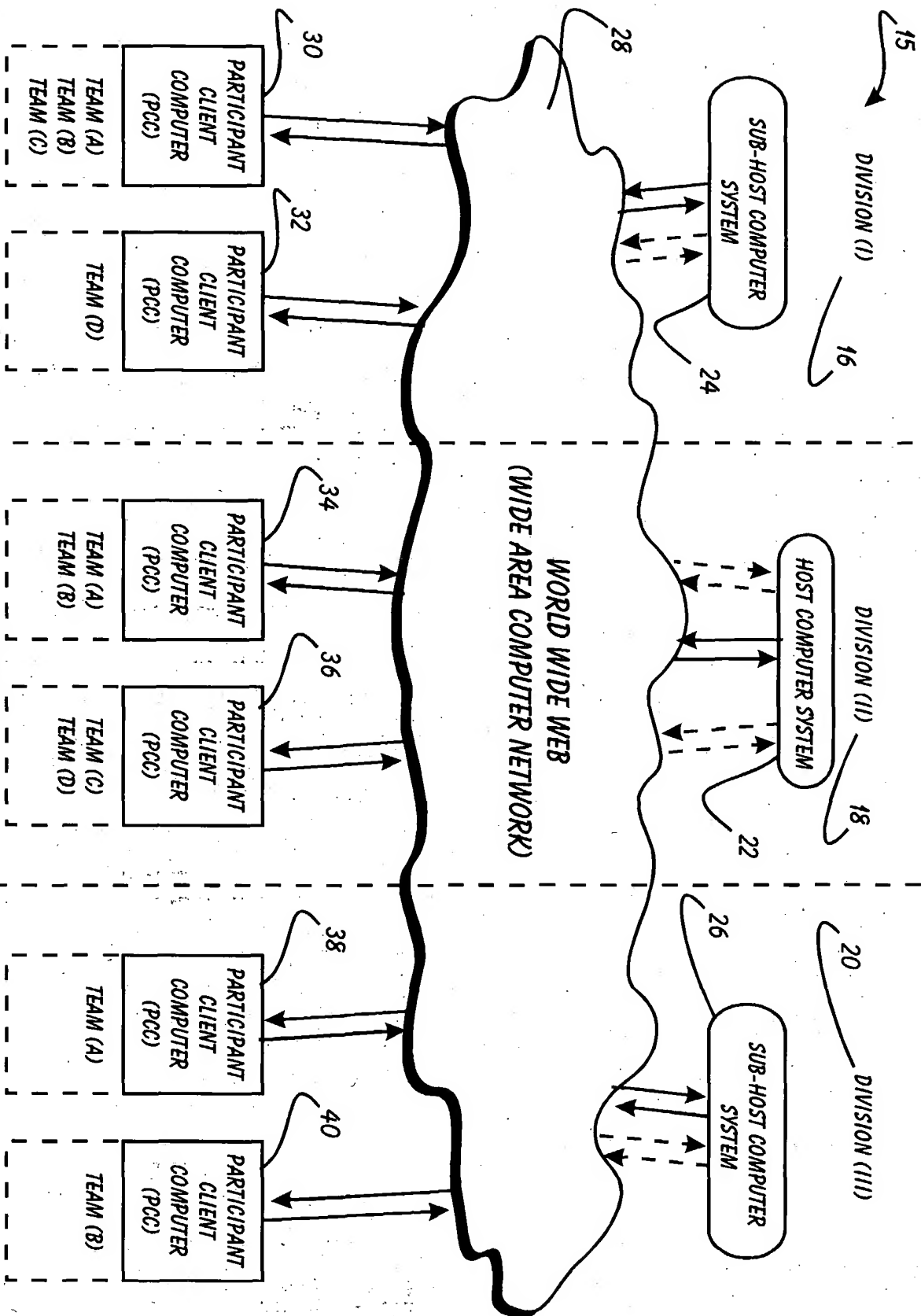


FIGURE 4

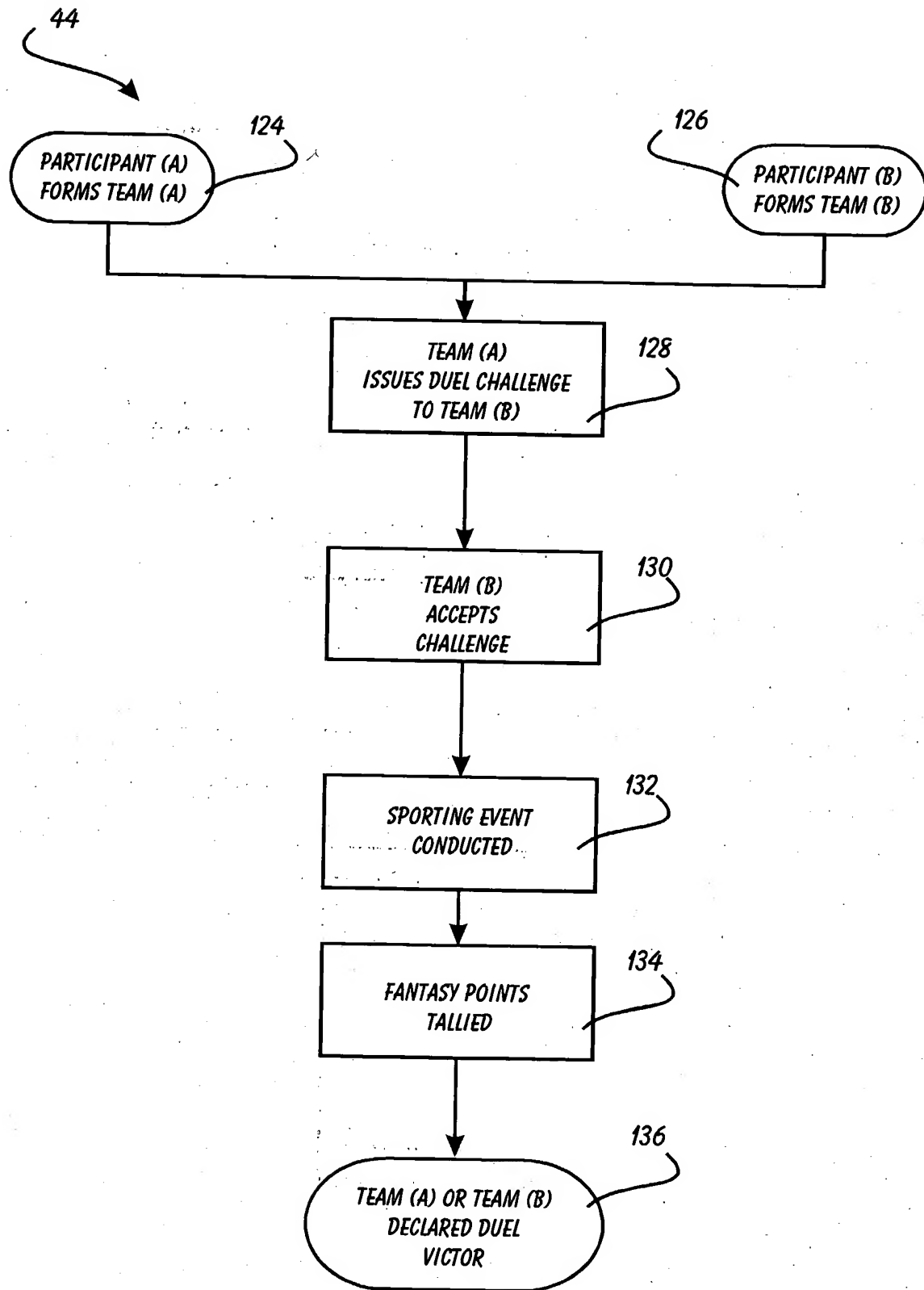


FIGURE 5

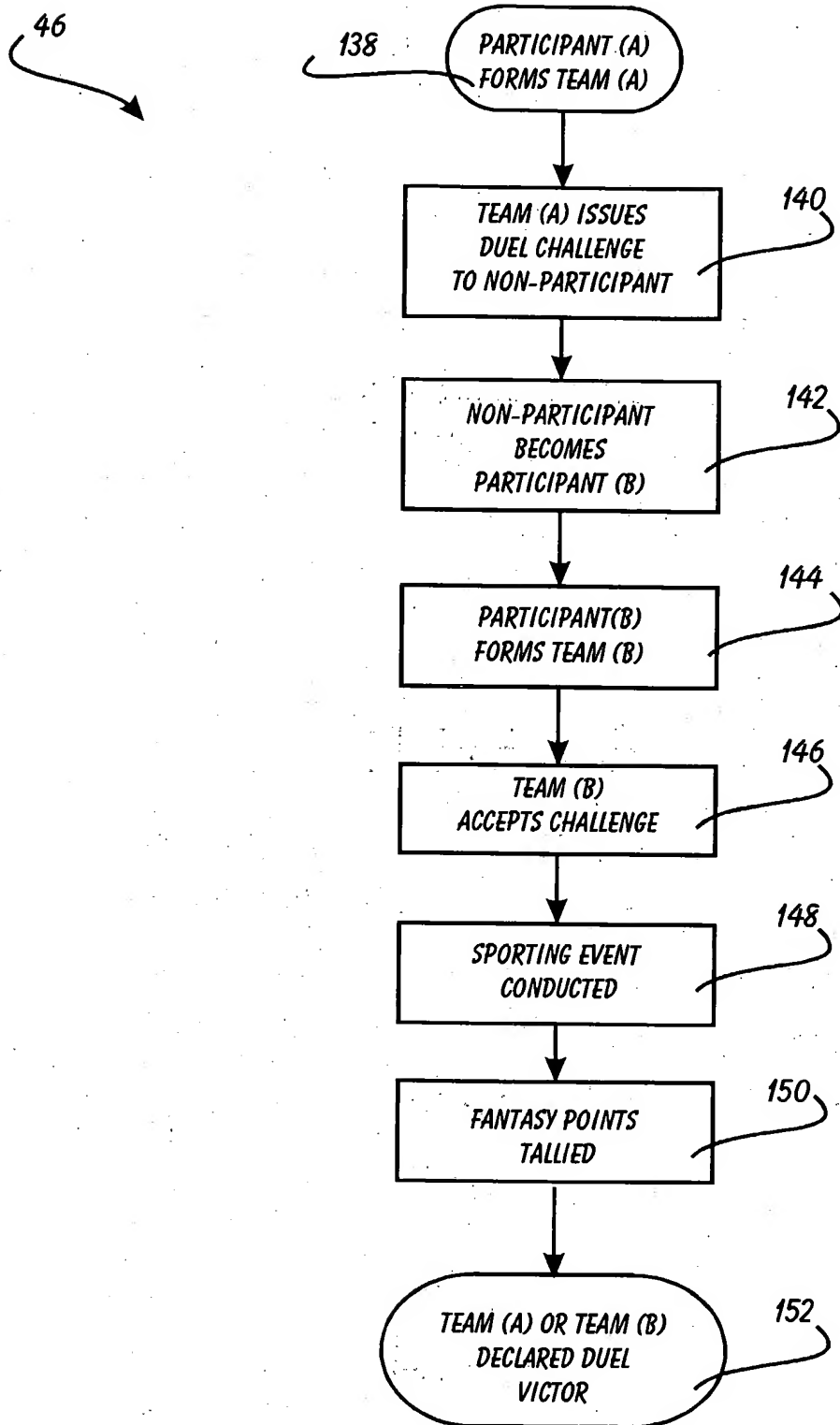


FIGURE 6

<u>Phase</u>	<u>Manual Fantasy Gaming</u>	<u>www-based Fantasy Gaming of Gavriloff</u>	<u>Ad Hoc Duel Fantasy Gaming</u>
Team Formation	Number of Teams – Fixed Division	Number of Teams – Unlimited	Number of Teams – Unlimited
	May/may not have Initial monetary Investment	Usually Initial monetary Investment	Initial monetary Investment
Roster Draft	Each player/competitor only once	One player/competitor on unlimited # teams	One player/competitor on unlimited # teams
	No player value limit	Limited point quota (varies based on team type)	Limited monetary quota (fixed, monetary unit of measure)
Competition	Intra-divisional only	Intra- and Inter-divisional	Intra-, Inter-, and non-divisional
	All-team “batch” competition or fixed sked head-to-head	All-team “batch” competition	Selected-team “ad hoc” competition
Roster Changes	Trade only within division	Buy, sell, trade intra- and inter-divisionally	Buy, sell, trade intra- and inter-divisionally
	No team value cap	No team value cap	Team value cap (may appreciate/depreciate)
	No real-world team monetary value to team owner	No real-world team monetary value to team owner	Real-world player and team monetary value to team owner
Termination	Winner = best score among intra-divisional competitors (points)	Winner = best score among all competitors (team value)	Winner = most duel wins

FIGURE 7